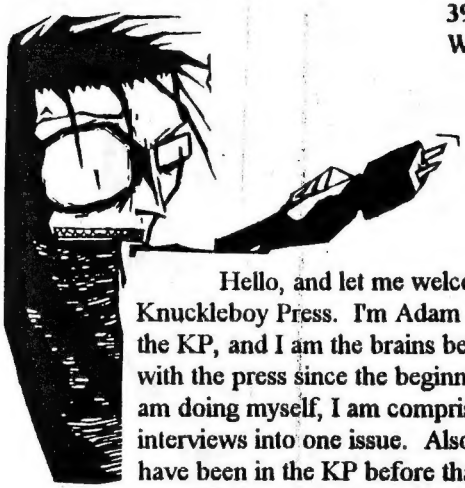
inkblot

KP comic headquartes:
39 Bell Dr.
Westfield NJ 07090

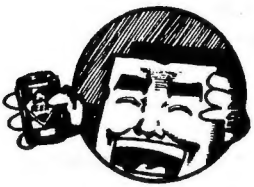


MADE IN U.S.A.

Hello, and let me welcome you to the comic issue of Knuckleboy Press. I'm Adam Chrone, resident comic fan of the KP, and I am the brains behind this issue. I have been with the press since the beginning, and in this issue, which I am doing myself, I am comprising all of my comic interviews into one issue. Also, I've included things that have been in the KP before that I thought you may like. Most likely, you got this at JC Comics. Great store, huh? I've been going there for quite a while. If you have happened to notice who I am, I salute you. I work there on Wed from 3-7, and Sat 12-5. If you wish to approach me and talk about this attempt at pleasing the public, feel free. Alright, now for the interviews. I first have an interview with Jhonen Vasquez, creator of Johnny the Homicidal Maniac. Second we have an interview with Evan Dorkin, creator of Milk and Cheese, and Pirate Corps. Last, but not least, we have an interview with Drew Hayes, creator of Poison Elves. Each interview has a brief introduction, telling what it was like, how I did it, blah blah... Another thing, the Drew Hayes is kind of choppy due to the fact that it is a phone interview. Also, I urge thee to write to the address above. Please! I so love to open mail. I have an e-mail address for those who wish to use the computer to communicate-MadPlanet1@aol.com. Well, that's it for the intro. If I've repeated myself in the zine just go with it. I didn't rewrite anything from the first time these went through. So, sit back and put your feet up, and let the Knuckleboy surround you. Enjoy.

Interviews with:

Evan Dorkin -



Milk and Cheese

Jhonen Vasquez -

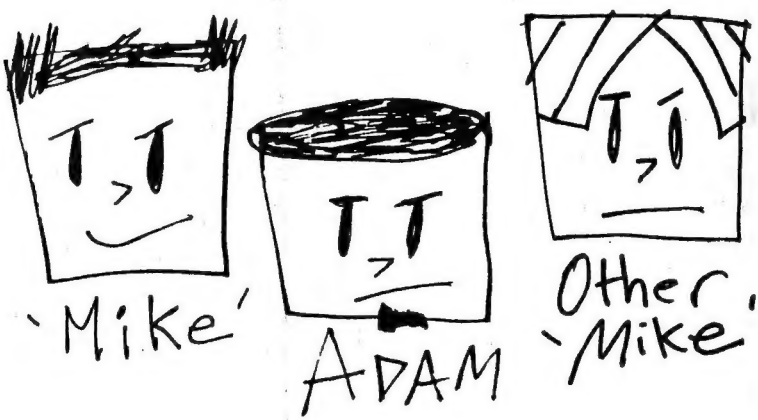
Johnny
the Homicidal Maniac

Drew Hayes -

Poison Elves

Knuckleboy: A History

Considering how this is the first time all of you JC patrons have been exposed to the KP, a little history is in order. The Knuckleboy Press is a group of teenagers who are wise beyond their years. The KP is a zine devoted to comics, music, and anything else to take up space. So far, we have put out interviews with numerous bands: Sicko, The Insteps, The Exceptions, Life of Agony, and Mealticket. Also, interviews with the three comic geniuses mentioned in the introduction. I, myself, have given four interviews to the KP- the three comic ones, and the Sicko interview was mine as well. The KP is trying to be on a monthly basis, but so far no luck. The cast of workers has constantly been changing, but the definites are myself, Mike Civins (sort of created it), and Mike Hrinewski. We have had many contributors to the KP who have all been mentioned some place or another. If you would like to be a part of this great piece of history, talk to me and maybe something can be worked out.



Comic Review

Of course, one must do a comic review when writing a comic zine. I did a review of a the most recent issues of my favorite books. Also I have my recommendations.

Issue Review

Poison Elves #10- Not quite the literary masterpiece that I wait for, but on the up side, way to go Lusiphur!!

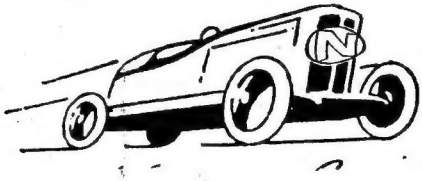
Preacher #14- Well, issues of Preacher are always good, but this issue both explained a lot of questions of the previous issue, but also left questions as well. Leaves me dying for the next issue.

Starman #19- Talking with David '96!! I love talking with David. It just strengthens the realness of Starman. What I mean by realness is the sense of realism that one gets from Jack Knight. The not so flashy fake facade(wow three f words) worn by some superheroes.

Top 10 Recommended Titles

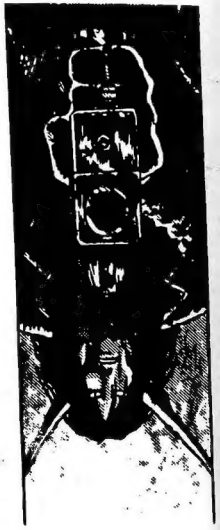
1. Poison Elves
2. Starman
3. Pirate Corps
4. Strangers in Paradise
5. Stray Bullets
6. Preacher
7. Thieves and Kings
8. Sanctuary
9. Johnny the Homicidal Maniac
10. Milk and Cheese

More Comic Review



Recommended Mini-series

1. **Death: The Time of Your Life**
2. **1st Armed and Dangerous mini-series**
3. **Sin City: That Yellow Bastard**
4. **Vamps: Hollywood and Vein**
5. **Legend of Mother Sarah: City of the Children**



Recommended Issues

1. Pirate Corps #3
2. Poison Elves #15
3. Starman #10
4. Death: The Time of Your Life #1
5. The Dreaming #3

New title I got that I love - Caffeine

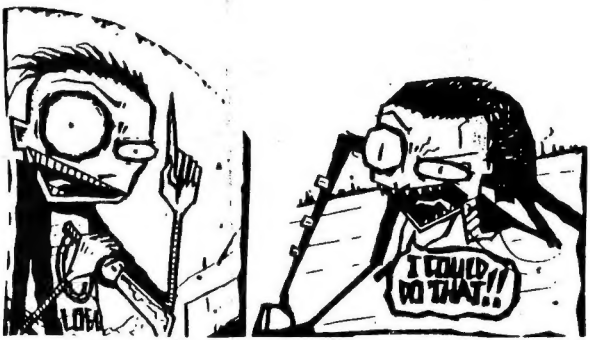
Doodle Page

More Doodles

Start Running, It's Time For An Interview with Jhonen Vasquez, Creator OF Johnny the HOMICIDAL MANIAC

Hello Knuckleboy followers and welcome to an interview with the creator of Johnny the Homicidal Maniac, Jhonen Vasquez. Now before you drop the 'zine and run in fear, listen. Johnny the Homicidal Maniac is a comic book published by Slave Labor Graphics, also known for many Evan Dorkin Books, and is really good for those people who can put their jumbled principles and moral feelings aside, and just enjoy the brilliant writing and keen observations. Anyway, the main character, as you could probably tell, is Johnny. I won't go deep into the mind of Johnny because it is not my place to do so. That is an honor reserved for Jhonen, not me or anybody, which he will do in our interview. Our job is to be amused by this perceptive, unique comic. Besides the strips with Johnny, there is Wobbly Headed Bob, and Johnny's own creation, Happy Noodle Boy. Both of which are very funny. I won't go into much detail. Hopefully, most of your questions will be answered in the interview. However, if you do have any questions, I can be contacted at the KP address, printed at the front of the 'zine. But if you believe the mail men and post offices of the world are trying to take over, and you don't want them to know your plans, I can be contacted via email: MadPlanet1@aol.com. If you wish to ask Jhonen a question or two, he can be contacted via email: MrEff777@atlantis-bbs.com. Feel free. He's a nice guy, don't be frightened. I think I have said enough. I could go on and on but that's Jhonen's job. Enjoy.

Adam: Alright, when you were developing the character of JTHM what sort of things, people, events, or anything, had an influence in this development.



Jhonen: From what I can remember, JTHM began as nothing more than a device for setting up simple, gory punchlines. That was about five years ago, just doing single page strips and giving copies to friends and whatnot. It was always some setup for a morbidly joke ending. Johnny always had this empty grin on his face and just revelled in "killin' things." Not quite a cerebral challenge.

As time went by, he began changing into something else, completely. Rather then a simple charicature of a crazy person, he sort of got thrown to the other end of things, being so seriously ill that it seemed funnier than when it was played, blatantly for laughs.

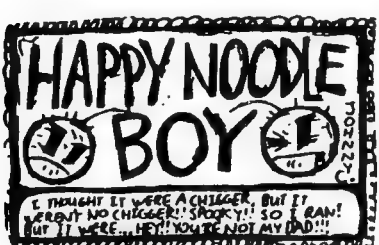
From then on, the development has been a simple case of transferring certain thoughts I might have into this person who behaves as I might, had I not an adequate psychological control. In other words- I imagine what I might be like if I were ridiculously insane. Hence, the comedy.

Inadvertently, people I meet tend to have an effect on what the character does. He functions, beautifully as a venting source for me. I want no one to be under the impression that I do the book for public joy, rather, I do it as a way to kill people without ever actually hurting anyone.

Dear Lord, that was a long answer. I apologize.

Adam: No need. This is the same question as the first, but it deals with your other characters Wobbly Headed Bob, and Happy Noodle Boy. Were there any influences or did they just come to you.

Jhonen: (Pondering noises) I think a person could populate a city using various personifications of their own personality aspects. By building a character, predominantly, around, say, your arrogant side, or your childish side. I seem to have created people with hideously overblown versions of my own personal defects or thoughts.



Wobbly Headed Bob is the kind of arrogance that tends to blind people to whether you're right or not. It simply repels them or makes them angry for the implication that they are stupid.

Happy Noodle Boy. Ummm... he's.. he's just Happy Noodle Boy. I'm not really the person to ask, as he seems to have become a creation of NNY's. All I know is that he was invented as a way to shut people up when they asked for comics- When they got this horribly drawn, nonsensical, stick thing, they would just go away.

Adam: Groovy. I work at a comic store and have been a witness to the growing poularity your comic has received. I thought I might ask you how well JTHM sells.

Jhonen: **Let's just say I can afford to feast upon Ramen noodles** EVERY NIGHT!!!

No, I lie, I am very hungry, right now, but the book seems to have become the best selling Slave Labor book. They're making money, and I'm making money. And it seems to be increasing in popularity, and in orders, with each issue release. I have yet, however, to experience groupies. Ah, the future.

= $??

Adam: Well gee, you don't know what you're missing! Working for KP has gotten me lots of groupies (sarcasm). Anyway, in the first issue I remember you mentioning the possibility of offence to someone whose minds are not developed enough. Since the first issue have any of these unevolved people, either in person or in a letter, voice that they were offended. What did they say? What did you say in response?

Jhonen: **No, no negative response yet. That's a very curious thing, don't you think? (Adam: Yes, I do.) I had expected more of a nasty element in the reactions of people, but everyone has been so kind and supportive that I can't sleep- I keep expecting some ghastly event to occur.**

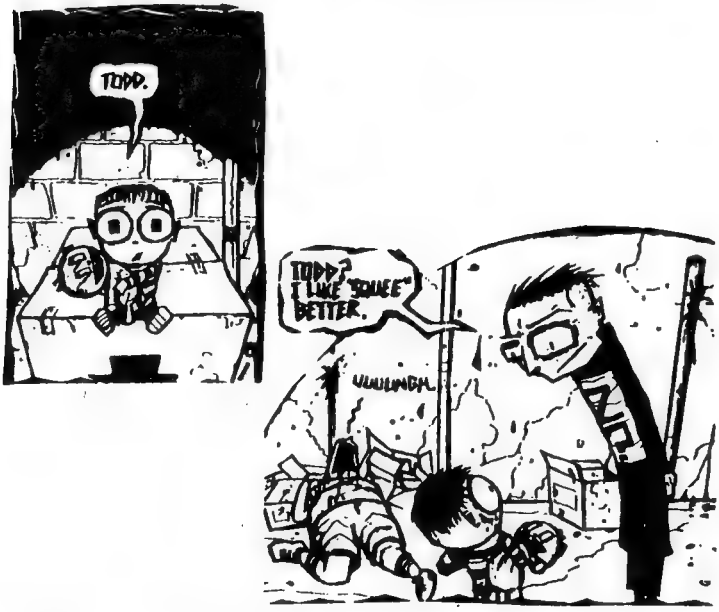
Ohhh, the mail I've gotten. A lot of the writers are just sending nice messages of nice niceness. But, then, there are the "KINDRED SPIRITS". Can you feel me shuddering? It can get somewhat disturbing to have these people share with you how miserable they are and tell you that they are suicidal. I feel bad, but I am hesitant to respond for fear that one of these people will suddenly think they've "connected", hunt me down, say, "IT'S BETTER THIS WAY", and then kill the both of us. (Adam laughs) That wouldn't be very enjoyable.

Adam: (still kind of laughing) Ha..haa..uh..ohh..excuse me. Give me a second. (Adam collects his thoughts) Alright, when Johnny speaks to the people (victims) he usually makes very intuitive and insightful observations. One could say that he is most perceptive when he is about to kill someone. I'm guessing that some of these observations that he makes are one that you yourself have made in the past.

Jhonen: It doesn't take much for a person to feel compelled to reveal just how shitty they are inside- how poisoned they've allowed themselves to become through whatever twisted source they were stupid enough to admire and respect. I could write a book about every night I leave the house. Some people seem so worthless by focussing on something as trivial as the way a person looks, that makes you wonder just how valuable they consider they're own lives to be. It's a sad thing to have been born into a time when humankind has yet to evolve past the point of retaining the primitive qualities that were, perhaps, once necessary for survival while surrounded by drooling, ferocious animals. Now, it only looks silly and pathetic.

Adam: Yes. The boy Todd, from the treatment of him we at Knuckleboy thought that perhaps Johnny cares for him, in his own way. If this is correct, would the reason be for his innocence or not?

Jhonen: Squee! I think Johnny may have a certain sense of sympathy for the way he sees Squee being treated by other people. As for being protected by his childhood innocence, I'm not sure. I get the feeling that Johnny would kill a person just to preserve their innocence, before the world could taint it. He's funny that way.



Adam: Yes. Thinking about it now, that makes sense. Also concerning Todd, one of the Knuckleboy staff would like to know if you see him as sticking throughout the comic. Will we see him grow as the comic goes by? Within the staff,it was also suggested that he may even grow in to the next Johnny.

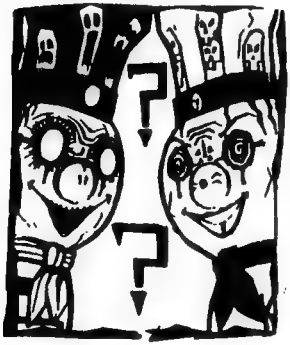
Jhonen: Todd is unfortunate enough to have been doomed to being a repeat character. Whatever the end result might be, I doubt that the boy will be very well adjusted.

Adam: Regarding Edgar Vargas, I was wondering if you could comment on that strip. Some of us got the impression that he sort of understood Johnny, or at least understood what he was saying.

Jhonen: There, I loved the idea of giving NNY somebody that he could not affect in anyway other than corporeally. The victim just remains calm, because, deluded or not, he believes in something good, and NNY is just this confused, noise-filled wretch.

Adam: Well said, well said. Are any of Johnny's victims based or represent people that you've dealt with in the real world?

Johnen: Yes.



Adam: 'Nuff said. The two little styrofoam cutouts, that look like a bad version of the Stay Puffed Marshmallow Man, and the dead rabbit, what is the deal with them? If you don't mind telling me. I understand if you don't wish to. Keep in mind that not many people are going to read this. If you'd like to tell me and not have it printed, that's cool with me.

Jhonen: It wouldn't be proper to answer that just yet. I am mysterious, no?

Adam: Indeed, very mysterious, but I understand because they seem to be getting bigger in the comic. Alright this is the big one. The challenge question. I would like you to characterize Johnny for us. In whatever manner you wish. I don't care if you spring into different topics that relate or if you get into some kind of comparison. The more the better. Go crazy. (get it, go crazy, I'm so witty)

Jhonen: NNY is someone who feels himself losing his mind, and is utterly destroyed at the fact that he has failed to prevent it. It seems as if, at one time, he could have been just a little eccentric but had a powerful, lovely mind, educated beyond simplistic human behavior. He speaks nicely, if not a little melodramatically, but it has been skewed. He still speaks with that intelligence, but it feels like he is doing it to counteract the repulsive behavior that now consumes him. I get the feeling that he cries a lot more than people might think. And, DAMN! THAT'S FUNNY!!

Adam: Whoa. (Adam is in awe)

Another Doodle Page

This was a idea called, "Get to Know Your Knuckleboys". We did it to bring the KP to a more personal level. I always get a kick out of them, thought you would too.

Name: Mike Hrinewski
Position in KP: Interviewer, Distributor (in local area)
Favorite Band: Jawbreaker
Favorite Album: Bad Religion's Suffer
Favorite Pro-Wrestler: The Ultimate Warrior
Favorite TV Show: Seinfeld
Favorite Food: Any kind of chicken, I don't care as long as it's dead.
Favorite Movie: Braveheart
Favorite Comic: Sanctuary
Favorite Super Hero: Superman
Favorite Phrase: "Uh Ohh!"
Favorite Toy: Fun Noodle
Favorite Article of Clothing: Green sweater
Hobbies: Snowboarding, Guitar
Phobia: The Blue Thing

Name: Adam Chrone
Position in KP: Interviewer
Favorite Band: Sicko
Favorite Album: Dance Hall Crasher's Lockjaw
Favorite Pro-Wrestler: "Macho Man" Randy Savage (snap into it!)
Favorite TV Show: Murder One
Favorite Food: Nuprin
Favorite Movie: Venus Wars (neato japanimation flick)
Favorite Comic: Pirate Corps
Favorite Super Hero: Starman
Favorite Phrase: "First it's candy, then it's gum." (amazing!)
Favorite Toy: Han Solo/Storm Trooper Figure (compops)
Favorite Article of Clothing: The Black Blazer
Hobbies: Comics, Guitar, addiction to Nuprin
Phobia Hair

Name: Mike Civins
Position in KP: The Ringleader
Favorite Band: The Scofflaws
Favorite Album: Madness's Complete Madness
Favorite Pro-Wrestler- IRS (looks like his dad)
Favorite TV Show: The State
Favorite Food: The Three P's: Pez, Pizza and Macaroni
Favorite Movie: Clerks
Favorite Comic: Johnny the Homicidal Maniac.
Favorite Super Hero: The really dumb Hulk.
Favorite Phrase: "It's all that and then some."
Favorite Toy: Atari; River Raid
Favorite Article of Clothing: Mephiskaphelies T-shirt
Hobbies: Opening other people's mail, writing for KP, eating school food
Phobia: Waking up in the body of an 80 year-old woman.

Name: David McCabe
Position in KP: Slack-off
Favorite Band: Operation Ivy
Favorite Album: Less Than Jake's Pez-core
Favorite Pro-Wrestler: Golddust
Favorite TV Show: The Critic
Favorite Food: Crisco
Favorite Movie: Star Wars
Favorite Comic: Cerebus (first couple of trades)
Favorite Super Hero: Batman
Favorite Phrase: "Is it dead yet?"
Favorite Toy: Mom's Pants
Favorite Article of Clothing: The Blue Thing
Hobbies: Guitar, Snowboarding, Doing nothing for anyone.
Phobias: The Ass Hand

Huzzah! An Interview With Dorkin

By Adam Chrone

Hello. First off, thank you for acknowledging our fine efforts at amusing the public. My name is Adam, and I am Knuckleboy Press's resident comic fanatic. For those of you that obtained this zine for the music aspect and are mad because to you this is useless space and information, I say to hell with you. But for those of you who dabble in the comic scene, I offer you a chance to join me on an epic journey. In this issue, I will be conducting an interview with Evan Dorkin.

Evan Dorkin has done a lot for both the comic scene and the ska scene In terms of comics, he is the writer/artist of Milk and Cheese, Pirate Corp$, and Dork. If you'd like to know more about Evan and other books he has done, or anything about comics in general, drop me a letter at the Knuckleboy Press address (please!). I'm sure I can be of help to you. For those of you that hep to ska (which most likely are not reading this), he did the cover of numerous ska compilations. Such as, Mash it Up vol. 2 and 3, American Ska-Thic, Death of an American Ska-Thic, and a cover of an Exceptions album. (If you can tell us what well known ska album is Pirate Corp$ featured in the liner notes?) Write us and if you can tell us we'll send you a free copy of Milk and Cheese.

There is an interesting story as to how I obtained this interview. As some may know Evan is on America On-line. This makes it easy to contact him. So I wrote him asking if I could interview him for the zine. Now, he usually writes back a day later. I was surprised to see no response. I tried again and still no response. I was now angered but still under control. Once again, I wrote and got no answer. I thought he was ignoring my letters. I then wrote a letter expressing my anger. I was real pissed because now I'd feel kind of weird reading his stuff. I would say "Wow that was a great comic, too bad I've been screwed over by the creator." That really saddened me because I enjoy everything he puts out. A day later, he writes back, turns out his keyboard was broke. I felt like a class A jerk. He was cool about it though, and it ends with him agreeing to do the interview and me apologizing profusely, which I'm still doing.

As we all know, technology is at an ultimate high. So, before it enslaves us, I advise you to take advantage of it. The interview was done over AOL, so I urge those with the resources to do something like this, to go and do it. Well I must be boring you because, hell I'm boring myself. Enjoy.

Adam: When you started Pirate Corps/Hectic Planet, did you see it going in the direction that it has?

Evan: No-When I began PC$! I originally saw it as a slapstick/science fiction/comedy kind of book. My initial plots all were action-oriented and over the top. After a time, the background character details and satirical elements in the book became more interesting to me. Basically, my interests in pure escapist genre storytelling became secondary to telling stories about things more important to me in real life than robots and chase scenes. I still enjoy that material to a degree, but I try to keep the fantastic elements in HP in the setting and in some satirical avenues, like the mile-long supermarkets.

Adam: I remember reading a mentioning of Halby being based on you. Are any other characters based on you, if not entirely, then by some characteristic? Not just PC in any others also. What about others in your life? Elsie-Sarah?

Evan: Halby is based on me, but is not a complete stand-in. I find it easier to base characters on people I know here and there, it's a good template for giving a character some individuality. Some other characters are loosely based on people I know, friends, or ex-girlfriends. Harmony and Elsie from PC/HP are loosely based on ex-girlfriends of mine. The characters really aren't like the people that influenced them, it would be a mistake to interpret any character literally from my work. I have based several characters on Sarah in one way or another, from Lucy in Kid Blastoff to Emily in the Mask mini-series I wrote. There will probably be a Sarah-based character in PC one day I guess. Usually a real person might inspire the creation of a character, who will then develop his/her/it's own traits beyond those of the person who inspired them.

Adam: Are some of the little scenes in PC/HP things that you've done or said. Like the skinhead thing or the bum thing?

Evan: No-those sequences generally reflect attitudes I have rather than capture actual moments. Some things from real life creep into PC obviously, but nothing as didactic and confrontational as the skinhead scene (although some dialogue was from real skin mouths). The crazy guy with the book in PC #5 was real- the dialogue was taken from a story a friend of mine told me about running into this nut while he was in the Navy. A lot of PC/HP is inspired by my life and the people I know, I just fictionalize it as I see fit.

Adam: I must ask this. How did you come about creating Milk and Chees Is their some interesting story to their existence?

Evan: Uh...No. I just doodled cheese drawings on bar napkins for a while, would call two sisters I was friends with the "Cheesy Garcia Sisters" and draw a cheese with a face. Some how I added a milk carton, gave them broken bottles and beer cans, and ended up with a comic strip. Go figure

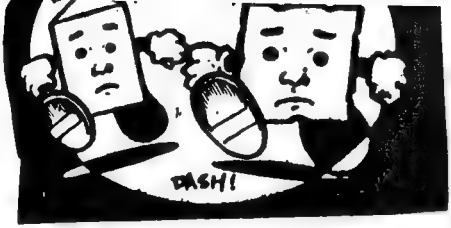
Adam: I notice from comics like Dork that you seem to dislike a lot of people. I think I heard something concerning that, but I forgot what. What was the deal on that?

Evan: I just think people wear their ignorance as a medal of honor and should learn to take responsibility for their actions. If people could become more responsible it would clear up a lot of the world's problems. Be responsible and think for yourself, that's all.

Adam: Yeah, that sound familiar. I also remember reading about your unhappiness with your older stuff. What do you think, when you look at it? Is their something wrong with them? Or is it just the change of style?

Evan: The work of a 20 year old is probably always going to freak the same person out 10 years later. My work was even more immature and unfocused than now, badly inked, awkwardly written and drawn.. amateurish. And, I'm still not much better on the whole. My art's better, but all in all, I'm not where I want to be yet.

Adam: Well, Dark Horse seems to think you're pretty good. I've been reading a lot of you Dark Horse stuff, like the Mask and Instant Piano and the Milk and Cheese strips in DHP. How was it writing the Mask? Are you going to be doing more work with Dark Horse?



Evan: I had an enjoyable, if not difficult time, with the Mask. I get a bit of "stage fright" working on "mainstream" characters I didn't create, I seize up a bit and get stuck for days or weeks before I can get scripting. The Instant Piano material wasn't difficult in that manner because it was all my own comics, with no pre-conceptions or formulas to work towards. I like doing scripts like those for Predator or Mask, but it's difficult when you wont know what the art will look like. I'm used to doing my own visuals and the results of the collaboration are always jarring, even if they're well done. The art never fits my image of what it should look like.

I'm supposedly doing 3 HP short stories for Dark horse Presents for next year. DHC is my favorite "large" comics publisher to work for, I've had a very happy relationship with them.

Adam: Sound good. I can't wait for those HP stories. I hear you and Milk and Cheese have been getting more popular with the comic industry, with Wizard and all that. Good for you. How do you feel about it?

Evan: Anything that gets my work out to more readers without my having to compromise the work is fine by me. M&C is hardly a blockbuster, but it's gotten me other work and slowly, people are looking at Dork and HP.

Adam: Cool. Alright here's the big one. The challenge question. What do you think was your best work? Why?

Evan: Um...I really don't give that much thought... it's hard to say. I'm pretty impressed with the strip from Instant Piano #4, it had some decent art in it and was a different approach for a strip for me. I'm pretty impressed with the Mask series and some of the Bill and Ted's issues as far as mainstream work goes, I think they delivered interesting stories told decently.

I'm happy with a batch of M&C strips, Wild Knights, much of #5 and #6, the art's kind of neat in places and the jokes work.

I was happy with the writing for much of Generation Ecch strips, which were reprinted in Dork #3. I can't pick an example of my "best work" really...it's all flawed...the art on Kid Blastoff strips was probably my cleanest and sharpest. Maybe the Eltingville strips are the sharpest writing-wise.

I don't know, honestly...there's parts of HP/PC I really like... PC$! #3 was a good issue, the art's choppy but a lot of it works. I'm not the person to ask about what I did, if you know what I mean.

DEAR FRIEND,

THANKS FOR WRITING!
KEEP WATCHING MY SHOW
ON THE CARTOON NETWORK.

Dear KB-
Thanks for the copy of KBP & for running the interview- it's appreciated! Best of luck w/ upcoming issues-
Adam- thanks for the kind words on Sarah's AG Comics enclosed letter-

best again,

Eva

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1996

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Scotch Plains NJ
07076

in your

CARTOON

Comics: Now and Then

Talking with Drew, has inspired me to do this. I would like to talk about, the comic industry. Now and then. Now the comic industry is at an extreme high for that of the independent aspect of the comic scene, however, it was not like this before. Before I continue, I really must credit Drew for this, because I wouldn't have written this had it not been for his words. I must give credit where credit is Drew (I'm so witty). Now, the mentality of the average comic reader only a couple of years ago was at a real low. Drew and I had talked about this during the interview. Particularly about the old title, I,Lusiphur. He had stated that people now would get it if that was the title. However, before people would brand the comic as satanic. These kinds of things are evident through out this time period, and not just for Poison Elves. The mentality now is at an ultimate high due to the "independent explosion". The evidence to support this is in plain view. One way to sense the status of the comic scene is to see which books are in high demand. More independent books are in demand than that of mainstream material. In the olden days, people would be collecting books for different covers, hologram covers, foil cover. Now the reader is much more concerned with what's inside. These reasons are what is strengthening the scene, and not just in statistics, but in the mind set of it all. Due to the attitude the comic book scene is giving of now, I am proud to be a part of it. The books are good too.

This was a review I did of PE in the issue previous to the Drew interview. I did this to prepare non-comic readers for the PE interview.

By Adam Chrone

Hello, and welcome to the comic reviews! I am Adam Chrone, comic connoisseur, and this is my comic book review page. I had to limit myself due to the lack of space. To start off my first official reviews, I'll begin with just one title, Poison Elves. I choose PE because there will be an interview with it's creator, Drew Hayes, in the next issue. First a little factual history:

Poison Elves
Publisher: Sirius
Writer: Drew Hayes
Artist: Drew Hayes
Status: is up to 10 issues in the Sirius series, has had 20 issues from self-publishing creator, all 20 issues are due to be put into TPB, first trade due out in March 96.

Now we get into the specifics, I am going to try and give as best of a quick rendition as I can of the Sirius books, so the non-comic reader can still be able to enjoy the upcoming interview. Poison Elves is about an elf called Lusiphur. No, he isn't the devil. No, he does not worship the devil. This has nothing to do with the Dark Lord. Lusiphur is an assassin, and he is currently involved in a guild of assassins and thieves. As the story goes on, certain things are revealed about Lusiphur's past, and also clues as to the future. The main situation, in the series, is that a cop, named Vido, is trying to hunt down clues to this organization. He's spent a lot of time trying to bring it out into the open. The catch for Lusiphur, is that one of the cops also involved happens to be Lusiphur's best friend, Jace. The story has been told in flashback by Jace since the Sirius issue first came out. The old self published issues have different stories and different writing set ups. PE is a definite read on the Adam scale, and hopefully you will someday get to enjoy it as well.

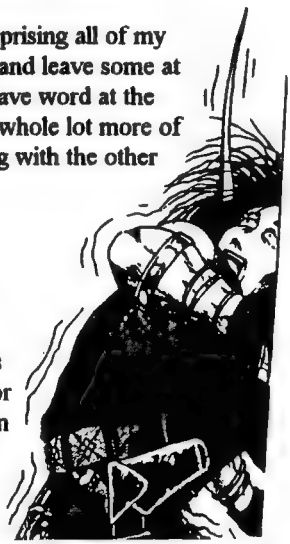
Thank Drew for the pictures.

"Say Goodnight to the Sandman", it's time for an interview with Drew Hayes, of

Hello. Today we have an interview with Drew Hayes, creator of the Sirius smash hit of a comic, Poison Elves. For those veterans of the last issue, and if you read all of it, you will remember my review of PE. Well, this was quite an honor for me, because I just absolutely love this book, every little goddamn thing about it. A new issue of this comic, to me, is like Coke in a bottle. I must save it for the best time.

This was my first interview done by phone. It was quite an experience, though I couldn't have asked for a better person to interview with. Drew was a very easy person to talk to. In fact I talked to him for an hour and a half. When I told Mike he said "You talked to him for how long?!!". I had to do a real major editing job. Typing up phone interviews is not fun. But it was worth it.

One last thing is, that I'm going to be comprising all of my comic interviews into one special comic issue, and leave some at the comic store I work at. If your interested leave word at the address. It will have this interview, but with a whole lot more of what was said between Drew and myself, along with the other comic stuff I've done. That's it. Enjoy.



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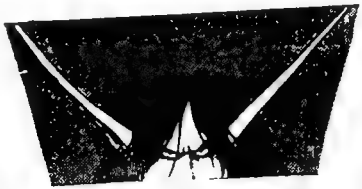
dam: When you were developing the characters
ıd the storyline were there any people or events or
ıything else that had any kind of large influence in
at development?

Drew: Yeah, I'd have to say that about everything that I've ever seen or been through has been and continues to be some sort of influence on the stories and the story telling, I mean even though it's totally fictitious fantasy, I still throw so much of what I've been through and have had happen to me, or I've seen happen to other people, and some of them end up as being really wide metaphors for what actually happens in real life. But some of the stories that are told, between the characters about their pasts and stuff like that, a lot of that is either autobiographical or biographical in one way or another. I don't think that any creator that writes his own stuff, says "Well, I'm only influenced by this." I think that they are influenced by a few things, specifically, but I think that over all they are influenced by everything.

Adam: In terms of characters, I'm assuming that you and Lusiphur share some like character traits.

Drew: While having Lusiphur as the main character of the book, you know, I didn't want him to stay the same all the time, I wanted him to evolve. I couldn't just totally invent a fictitious personality so alien to me that I wouldn't know how it would evolve through out time. I had to base him very much on parts of myself or at least exemplified parts of myself, and put them into his personality so that he would remain consistent throughout the series. When he evolves and changes it will still remain coherent to that one foundation.

Adam: Alright, looking back have you ever been disappointed with it or ever thought you could have done something better?



Drew: Well, the first ten issues, I was still experimenting with and trying to get a grip on what I was doing. I mean I knew nothing about doing comics when I started doing Poison Elves, or I, Lusiphur back then, and you know, it's a real touch and go process for the first two years. Also in those issues there are some things that I'm really happy with by the way that I did them. I was doing the artwork on 8x10 sketch pads, I was not doing them on boards. I was doing them with Bic pens and sometimes it just made the artwork a little muddy in some places. You look back on that stuff, and you know, it's really hard for an artist to look back on old stuff if they've improved, and be able to judge themselves fairly even if it was their best work. It's like you want to go back and change stuff. As far as the Sirius books, the only issue that has concerned me was probably issue two, and the only reason I worried about that was because it was mostly a conversational issue, hardly anything happened. But the readers liked it, and when the readers like it I figure alright cool, because in the end that is pretty much the most important thing.

Adam: Ok now in the reverse has there ever been anything that you've done that you thought would be decent and later turned out to be fantastic?

Drew: Yeah, actually, that's a good question. There have been a few times when I've gone back and completely [illegible] myself away. I thought I've been such a fucking ego maniac for it too. (laughs) Wow that's pretty fucking cool! I can't believe I fucking did that! Yeah, I did that with issue three of I, Lusiphur, I did that with issue eight of the self-published Poison Elves. Yeah every once in a while it seems like every few issues I pull something that when I look back on I do kind of a doubletake, it's like wow that came off really impressive. Issue five had turned out to be one of my favorite issues, because I had experimented with a whole new storytelling technique, one thing going on mostly silently while a conversation is going on the whole issue. Just recently going back to it I was like wow that is really cool. Yeah but these are the things that you don't usually tell anybody about, cause it's like yeah I'm Mr. Fucking Ego.

Adam: Getting into the specific issues, do you have a favorite issue?

Drew: Well of the self-publish ones, I'd have to say number sixteen.

Adam: Oh jeez, that's the only one I don't have.

Drew: Oh really?

Adam: Yeah we were talking about this before. It's like, "What if he mentions number sixteen?" "Oh, he won't mention number sixteen." (laughs)

Drew: Out of the Sirius books, despite how many readers would like me to say number four was my favorite, I'd have to say number nine is my favorite.

Adam: Alright, now this is somewhat of a personal question. I remember you mention you were keeping a set for your daughter to eventually read. At what age would you allow her to read them?

Drew: I'll probably let her read them at around thirteen or fourteen.

Adam: Is that around what you would wish the general lowest age group of PE fans to be?

"Kids are a lot smarter than people give them credit for, and they absorb what adults view as potentially dangerous material, better than adults do."

Drew: Well, it's really weird, I had this ten year old in a con in Seattle recently, with a full set, and I did seriously wonder, "Kid, what the hell are you doing with these things, you've got better things to worry about." But the thing about it is, I can't really...

Adam: Would it depend on the person?

Drew: Yeah, it would depend on the person, their mentality, how smart they are, how good they are at distinguishing reality. Kids are, especially early teenagers, I mean....I remember from being a teenager that I got so sick of people thinking that I couldn't handle this or I couldn't handle that. Kids are a lot smarter than people give them credit for, and they absorb what adults view as potentially dangerous material, better than adults do. As long as anybody underage doesn't get stupid about PE, then I don't have a problem with it. I mean my daughter is probably going to get to them before that. (laughs)

Well wasn't that nice. Sure, an english teacher would have a field day with this. Anyway, thanks for reading, and if you'd like to chat with Drew, he can be contacted via email at Badelves@aol.com. As always I can be contacted via email at MadPlanet1@aol.com. Thanks again- Adam.

This was a way for us to use our accomplishments in English class. It was called, "Brain Rot and Poetry for the Young at Heart".

"Average Man" - Adam Chrome.

There once was a man.
An average man,
With average clothes, an average house.
Average children, an average spouse.
An average job, average sight
average car, of average height

There is one thing that's wrong.
One thing that's not right.
He thinks quite a lot
He ponders and thinks through most of the day
He thinks of things others would not.
Some think he is wasting his time away.

One thing that occupies his time
Is the meaning of life, which he can't seem to find.
One day from his job he decides to walk home.
While instead of going straight.
He decides to roam.
He walks through his city to his frightening fate.

Along his way,
He encounters a beggar,
A bum, if you will.
With clothes of rags
And bottles in bags.
He says to him, "S'cuse me. spare a dollar bill."

"I will give you this dollar if you tell me one thing"
"What is the meaning to this life that I bring"
"What is my point? What is my reason?"
"For these passing days and grueling four seasons."
"Why am I here? What am I for?"
"If you can answer me this all my dollars are yours"

And the bum replied,
"If you spend too much time with questions like this."
"You'll never understand the life that you'll miss"
"But still, if you must persist"
"Continue along your merry way."
"And you may find out this very day."

He went a long until he saw,
A woman round with a mother's glow.
He could sense her maternal light.
As bright as the street lamps that night.
"Excuse me ma'am. If I may ask one thing.
"How do I find the meaning to this life, that I bring?"

And so she said,
"It is not as if it is a plain stated fact."
"To find this meaning you must be ready to act."
"In all that you do, in all that you find."
"You must keep the thought of this meaning in mind."
"Do not lose sight of what you seek."

He soon found himself back at his building
As tall as the clouds, tall enough to touch the sky.
He found himself upon the roof, wishing for himself to die.
His heart was pounding like a drum
As he pondered the words of the woman and the bum.

Until before him came a dove
And spoke kind words as it hovered above.
"Why do seek to end you life."
"And abandon your children and your wife."
"Why do you take this fearful bound?"
"When all you will be is deep, deep in the ground."

"If it is the answer that you wish to know."
"Come to me and I will tell you so."
"But if you know, come with me you must."
"For to tell you and none else would be unjust."
"So come with me and the meaning you will hear"
"Or know it not and stay right here."

There once was a man
An average man.
With average clothes, an average house.
Average children, an average spouse
An average job, average sight
An average car, average height
He was never seen again that night.

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ith a tightly clenched fist you stand,
dy and willing to oppose the forces
it the answer?
es a punch solve a problem?
ll a hit save the world?
t even though we both agree on the dilemma,
are shades apart on the resolution
hat will a fist solve that a voice can not?
rogance abound, and you are your own contributor
n you hit yourself?
e reason why they use the force that they do is
ause in the conflicting abyss that you all reside

Each adversary participates in that brutal game of strength
that you assume such vanity in..
Competition is what makes them do what they do and
what makes you do what you do.
Every strike gains twice as much in return
Two bodies pushing themselves together looking for that way
Yet moving aside to let the other pass is defeat
Is it too simple?
Is it pride?

"Fist"- Mike Civins

Movie Hybrids

Every issue we do a thing called "Movie Hybrids". We take known movies and change and edit them to our preference. I decided to do a few hybrids of Japanimation movies. Namely, Fist of the North Star, The Professional, Appleseed, and Akira. Enjoy.

Fist of the 8th Par- In a post apocalyptic world with no law, order, or respect for life, the only thing left is golf, and it's survival of the fittest. Deadly Japanese warrior and golf pro, Ken, roams the land of the forgotten golf course in search of his one true love. On his way he must face games of bone crushing, eye poking, head exploding...golf. He intends to turn the green red with the blood of his enemies.

The Unprofessional- He puts the ass in assassin. The story of Bilbo 13, a hired assassin who doesn't know which way to point the gun. Known for catch phrases like: "Trigger...what's a trigger?" and "My pants are on backwards."

Crappleseed- The budget cuts are getting everyone. Even in robotics. Thanks to these cuts, we have protectors like Toaster X, and the Microwave 800. Join Toasty and Micro as they fight crime and pick up their pieces along the way.

Abeera- In a world filled with motorcycle gangs and religious prophecy, the only thing left is beer. Due to the beer testing done for the government, one of their test subjects has gone bad. Abeera!! A small alcoholic boy named Abeera, number 21, roams Neo-Tokyo in search of one thing...beer.

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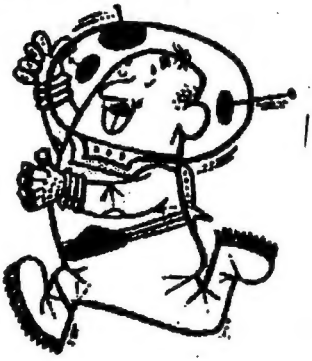
Top Ten

Top 10 stupid things said by comic fanatics

10. I must get my tapes ready for the Dr. Who marathon.
9. Iceman is a cool guy.
8. Are you the creator of Hi and Lois, because you're making me laugh.
7. I like all books that start with X.
6. I grok Spock
5. Todd McFarlane signed my head!! I'll never wash it again.
4. If I had a superpower it would be the power to be cool.
3. Hurry up mom, it's time to watch Babylon 5!
2. Dad, don't forget the X-men pasta.
1. Ah, tacos and Spiderman; life is good.



Top 10 TBP's

1. Poison Elves: Requiem for an Elf
2. Starman: Sins of the Father
3. Starchild
4. Sandman: The Kindly Ones
5. Wandering Star Vol. 1
6. the 2nd Strangers in Paradise
7. Oz: Mayhem in Munchkinland
8. any Sin City
9. 1st Books of Magic
10. Mai the Psychic Girl Vol. 1 (and Vols. 2 and 3)

Special Thanks to:
.....Evan Dorkin for letting us use pictures and for writing us.
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.....Mike Civins and David McCabe for drawing up a storm for the Doodle Pages.
.....to the Magic Tape.
.....and to you, the valued reader.

How many more, like you are there?!! How many more?!!!
You can't even imagine the things I've endured!!
And always at the hands of people like you!!!

You don't know the truth!!!